

GURPS®

Fourth Edition

THE GREEN MADONNA™



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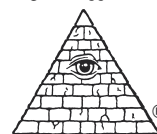
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*As Sickly as a Hospital, as
Dangerous as the Plague, as Hot as
Hell, and as Wicked as the Devil . . .*

*– Edward Ward,
A Trip to Jamaica (1698)*

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INTRODUCTION

The Green Madonna is a swashbuckling pirate adventure set in the Caribbean during the 1660s – the age of the buccaneer. It can be run in a single session (making it ideal for convention play) or as part of a larger campaign. The GM should be familiar with general pirate tropes; for a quick primer, see **GURPS Supporting Cast: Age of Sail Pirate Crew** or **GURPS Swashbucklers**.

This adventure works best with three to five PCs built on 150-200 points – ideally English or French sea rovers with the usual stereotypical antagonism toward Spaniards.

PUBLICATION HISTORY

A version of this adventure was used at the RedCon game convention and appeared in the **GURPS APA All of the Above** (editor C. Lee Graham).

ABOUT THE AUTHOR

David L. Pulver is a Canadian freelance author. An avid science-fiction fan, he began roleplaying in junior high with the newly



released **Dungeons & Dragons Basic Set**. Upon graduating from university, he decided to become a game designer. Since then, David has written over 80 roleplaying game books, and worked as a staff writer, editor, and line developer for Steve Jackson Games and Guardians of Order. He is best known for creating **Transhuman Space**, co-authoring the **Big Eyes, Small Mouth** anime RPG, and writing countless **GURPS** and **The Fantasy Trip** articles and books, including the **GURPS Basic Set, Fourth Edition**, **GURPS Ultra-Tech**, the **GURPS Spaceships** series, and **Ardonirane: City of the Thorsz**.

THE GREEN MADONNA OF PORT ROYAL

This adventure starts with a yarn involving a secret, an obsession, spies, and pirates – everything needed to whet adventurers' appetites!

BACKGROUND

In New Spain, a priest, Father Alvarez, was secretly dabbling in alchemy, with the help of a mysterious patron. Arrested by the Mexican branch of the Spanish Inquisition, Alvarez died under questioning – but not before the inquisitors learned he had a notebook in which he recorded both his experiments and, they suspect, details of other alchemists he corresponded with.

According to an informer, this was blasphemously concealed within a statue of the Virgin Mary, locally known as the Green Madonna, hidden in a church a few miles from the coastal town of Porto Bello, Panama. But before the

Inquisition's agents could swoop in to retrieve it, buccaneers raided the town, plundered the church, and sailed back to Port Royal, Jamaica!

Father Dominico, the stern-but-elderly priest who heads the Inquisition's investigation, is unwilling to let this go. First, corruption in the priesthood cannot be tolerated. Second, he detests alchemy; as a young priest, he remembers his mentor telling him stories of the decadent court of Phillip III, when the late Spanish king grew obsessed with the hunt for the Philosopher's Stone and the elixir of life, to the peril of his mortal soul, and surrounded himself with Spanish and foreign alchemists. Even now, he has heard rumors that in the holy city of Rome, the decadent Italians – including some priests – still dabble in this ungodly art. Well, not in New Spain – not on his watch! Dominico is thrilled to be chasing an alchemist rather than the usual heretics, lapsed Indians, and sexual criminals.

ABOUT GURPS

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Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many **GURPS** book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

Determined to track down the evidence hidden in the plundered Madonna, Dominico made contact with a Spanish spy, Don Carlos de Santiago, a former *Gardia del Costa* captain and privateer who dabbles as a smuggler and merchant in the clandestine “sloop trade” that continues between English and Spanish merchants in the Caribbean despite their governments’ hostility. Sending Santiago a fat purse of silver, he asked the spy to track down the Green Madonna and its contents within the buccaneer stronghold.

In Port Royal, the notorious French sea rover Hugo “the Dwarf” Montague had taken the Green Madonna as his share of the loot. While arranging to sell it, he discovered a secret compartment containing a strange journal written in a language that wasn’t Spanish. He showed it to a local scholar, Cambridge-educated Angus Willoughby. As chance would have it, Willoughby was a Scottish Freemason and philosopher, who recognized some of the alchemical symbols and grew excited. Decoding the diary, he wrote to a fellow scholar he’d attended Cambridge with: the alchemist and scientist Isaac Newton.

Meanwhile, Santiago was keeping his ears open in the buccaneer ports (the island of Tortuga and Port Royal) for any sign of the sea rovers who had looted the Porto Bello church. Eventually, one of his agents – a seductive adventuress named Amélie de Champagne – reported the sale of the Green Madonna in Port Royal. After carousing with several buccaneers at their haunts, she identified Hugo and traced him to Willoughby.

Now Santiago decides to act! Leaving his ship, he takes a group of men and prepares to capture Angus Willoughby, who is at his cousin’s plantation, while also sending a group of hired bravos led by Irish pirate Black Fitzgerald to follow Hugo and determine who he’s meeting at the docks. Unfortunately, that snatch goes wrong. In the struggle, a lamp is knocked over, setting the room and Hugo on fire. He staggers downstairs into a tavern, pursued by Black Fitzgerald’s men. There, another group of buccaneers – the PCs – are enjoying their meal, and the adventure begins!

Infinite Worlds

The Green Madonna can be used with *Infinite Worlds*. The events could be taking place on a parallel world, in which case Newton’s trip to the Caribbean and the Inquisition’s attempt to capture him may be a subtle manipulation by Centrum intended to alter the progress of science on this world. If so, I-Cops may be inserted under the guise of buccaneers to thwart the plot.

THE FLAMING DWARF

The era of the buccaneer! Louis XIV reigns in France, Philip IV in Spain; Charles II holds the English throne. Sir Thomas Modyford is governor of Jamaica, which the English captured from Spain a scant 10 years ago.

Proud members of the Brethren of the Coast – whom the cursed Spaniards call the buccaneers – you’re currently in Port Royal. This very evening, you sit in Littleton’s Tavern, eating beef and turtle stew. It’s a quiet day, and the common

room of the tavern is mostly empty save for yourselves, though there’s a noisy party going on upstairs. Two tavern staff are present: the tavern-keeper Littleton (a nervous fellow) and Meg, a comely-but-overworked barmaid. Lacking a ship, you’re spending the last of your doubloons, boasting of raids against Spanish and Dutch shipping, and hoping someone will recruit you into their service or suggest a venture before your coin runs out.

Suddenly, a flaming dwarf stumbles down the stairs, trips, and falls, crashing into a nearby table, splashing a bowl of rum everywhere! He’s a buccaneer by his dress: a mix of a gentleman’s shirt and a sailor’s trousers.

He struggles frantically to beat out the flames, yelling, “Allo, allo! Help me! I am on fire!” He has a French accent. “Argh, the pain!” He looks burned, and as he rolls you can see there’s a dagger sticking out of his shoulder.

There aren’t many four-foot-tall pirates in Port Royal, so you swiftly recognize the fellow as Hugo Montague, a French Protestant renegade who was first mate on the buccaneer ship *Red Adventure*. You’ve heard he’s a stout fellow, and probably rich, as he participated in a successful raid against the Spaniards of Porto Bello last month.

The PCs should have a chance to either help him beat out the flames (a successful DX roll), start administering First Aid, or ignore him and be cursed out, as the case may be – or to prepare to see who was responsible or what’s on fire. If they do nothing, Meg pours a jug of water on Hugo, dousing the flames as Littleton arrives in a panic, shouting, “Fire, fire, where’s the fire?”

But before anything much else can be done . . .

BLACK FITZGERALD APPEARS

At the head of the stairs is a tall, muscular man with a mane of black hair and a huge claymore. “Come back here, you wee Huguenot bastard,” he shouts, with an Irish accent. “Now, where’s the Green Madonna?” Behind him are three other tough-looking fellows, local rogues armed with dirks and cutlasses. He glares contemptuously at the party, as if noticing you for the first time, then his men. “The boss said not to leave any witnesses, boys.” They draw their weapons . . .

The common room of Littleton’s Tavern should be furnished with the usual accouterments suitable for a tavern brawl: a couple of tables and stools, mugs of rum or ale, some oil lamps, and a (stolen) chandelier to swing on.

These are Black Fitzgerald and his men, a red-handed crew of out-of-work pirates. They were hired by a “one-eyed lady” who met them at the docks. Their orders were to grab buccaneer Hugo “the Dwarf” Montague (who was partying upstairs) and take him to an address. Unfortunately, Hugo resisted.

Black Fitzgerald and friends will try to eliminate the party. They’ll fight hard, but if only one of them is left, that person will try to run or surrender if cornered or intimidated.

Black Fitzgerald

This rogue’s mercurial temper has gotten him kicked out of several buccaneer crews. Now he spends most of his time working as muscle on the Port Royal docks, and as a wrecker (that is, salvaging wrecked ships).

ST 12; DX 12; IQ 10; HT 12.

Damage 1d-1/1d+2; BL 29 lbs.; HP 12; Will 11; Per 10; FP 12.
Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 9.
SM 0; 6'; 180 lbs.

Advantages/Disadvantages: Bad Temper (9); Intolerance (Puritans, English); Language: English (Accented); Language: Gaelic (Native).

Skills: Brawling-14; Broadsword-12; Knife-12; Leadership-11; Wrestling-12.

Equipment: Broadsword (1d+3 cut/1d+1 imp); cloth armor (DR 1, torso/groin); gold crucifix (\$50); large knife (1d cut/1d-1 imp); purse with \$80 in gold.

His Rogues

A group of Port Royal sea rovers who'll do anything for a few pieces of eight. A motley crew: a French buccaneer (Giles), a Jamaican maroon (Roger), and a renegade Dutch freebooter (Hendrick).

ST 11; DX 11; IQ 9; HT 11.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 9; FP 11.
Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 8.
SM 0; 5'8" to 5'10"; 140-170 lbs.

Advantages/Disadvantages: Language: English (Accented).

Skills: Brawling-12; Knife-11; Seamanship-10; Shortsword-11.

Equipment: Cutlass (1d+1 cut/1d-1 imp); large knife (1d-1 cut/1d-1 imp); purse with \$50.

TALKING TO THE DWARF

The party should be able to defeat Fitzgerald and his men without much trouble. After they do, a few gurgles will indicate the dwarf is still (barely) alive. His burns aren't too bad, but he's clutching his arm, which has a thin blade piercing the shoulder.

He'll wave them over and gasp out that he is Hugo Montague, a fellow buccaneer.

"Warn . . . the English alchemist . . . danger . . . Champagne," he gasps, "the Green Madonna . . . for the stone . . . go to Zeon . . . Stuck me . . . ah, the pain. *Gurgle.*"

If they check the dwarf for a pulse, he's dead.

It was a small stab wound, but observant PCs who examine the knife will notice it has a funny smell and the blade glistens with a strange sheen – poison! (Success by 5+ on a Diagnosis roll reveals a very, very faint pulse: it's a subtle paralytic poison.) If Hugo's body is searched, they'll find a purse with \$56; he also has a large gold ring (\$200).

Ensure Hugo's body isn't buried or destroyed at the end of this scene. The PCs will probably forget the dwarf's corpse in the confusion, but if the PCs want to clean up or worry about burial, have tavern owner Littleton summon people to carry it off after any altercation is over.

TALKING TO THE CAPTIVES

If the PCs took Fitzgerald or his rogues captive, they can interrogate them; for typical techniques to use or threaten, see **GURPS Supporting Cast: Age of Sail Pirate Crew**, p. 6. If successful, they discover that the pirates were hired earlier in

the day by an attractive "one-eyed lady" who recruited them at a bar and gave them \$50 each. Their mission was to detain the buccaneer Hugo Montague. The lady said she'd lure him into Littleton's tavern for them, after which they were to capture or kill him before he could get to the docks. Fitzgerald didn't ask questions – the lady said the dwarf had insulted her honor. He did notice she had a French accent; he figured it was an affair that had gone bad, or maybe she was a costly lady of the evening whom the dwarf had cheated.



TALKING TO THE TAVERN-KEEPER

Littleton knows the dwarf as Hugo "Hook" Montague, a French buccaneer. He was first mate on the *Red Adventure* when it raided the Spanish region of Porto Bello two months ago, and brought back a load of treasure. Having suffered a broken arm in the fighting, Hugo left his crew, staying in Port Royal to recover (the *Red Adventure* sailed off).

Littleton can confirm that Hugo was meeting with a woman in one of the upstairs rooms, but she left just before the PCs arrived. He doesn't remember much about the woman, but a few things stood out: she had curly black hair, her face was beautiful, and she had one green eye – the other was covered by a patch. Like Hugo, she had a French accent. She seemed more refined than the average doxy Littleton's guests sometimes take upstairs.

WHERE TO GO FROM HERE

Assuming the party wasn't killed and decides to do something:

- **Zion.** Hugo mentioned that name before collapsing. A successful Current Affairs roll, Carousing at other taverns, or a visit to the docks reveals that the merchant ship *Zion* arrived in harbor yesterday.

- **Champagne, or, the One-Eyed Lady.** Hugo or Fitzgerald's references may lead the PCs toward Champagne. See *A One-Eyed Lady Named Champagne* (pp. 8-10).

- **Willoughby.** A successful Area Knowledge (Port Royal), Merchant, or Streetwise roll reveals that Willoughby is a successful merchant with a sideline in reselling buccaneer, privateer, and (it's rumored) pirate loot, especially more unusual plunder like artworks, jewelry, and books. He has a shop on Fish Street, but it's boarded up.

ABOARD THE SLOOP ZION

The *Zion* is drawn up in Port Royal's harbor. She's a Bermuda sloop: a single-masted sailing vessel 60' long, 18' wide, with a draft of 9', that can comfortably carry 30 people. The vessel has a raised quarterdeck, beneath which is located the captain's cabin. A two-pound swivel-gun is mounted on either side of the quarterdeck rail. For details of a similar vessel, see **GURPS Supporting Cast: Age of Sail: Pirate Crew**, pp. 9-10.

Reaching the *Zion* requires a boat, easily procured. Five crewmen (armed with cutlasses and batons) are aboard, plus a passenger. The crew consists of hired merchantmen. They'll resist a sudden attack, but if the PCs are respectful, bribe them, or intimidate them – or have already found the Madonna – they'll take the party to see their passenger.

*Our three weapons are fear, and surprise,
and ruthless efficiency, and an almost
fanatical devotion to the Pope!*

– Cardinal Ximenez,
in *Monty Python's Flying Circus*

Crewmen of the Zion

The ship's captain, Master Hawksley, and most of the crew are presently ashore on leave or business, but a skeleton crew is aboard – Rob the bosun's mate and four sailors – along with a passenger, who hopes the ship will soon be ready to set sail again.

ST 11; DX 10; IQ 10; HT 10.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 10; FP 10.
Basic Speed 5.00; Basic Move 5; Dodge 8; Parry 8.
SM 0; 5'8" to 6'6"; 140-220 lbs.

Advantages/Disadvantages: Language: English (Native).

Skills: Brawling-11; Knot-Tying-13; Seamanship-11; Short-sword-10.

Equipment: Cutlass (1d+1 cut/1d-1 imp) or baton (1d+1 cr).

Isaac Newton

The *Zion*'s passenger is a stout-but-dignified-looking young man of serious mien, in the dress of an English gentleman. He carries a flintlock pistol, rapier, and telescope, but is currently examining a book. When the adventurers ask who he is, he'll reply with the utmost gravity: "I, good sirs, am Isaac Newton."

In his late 20s, Newton has received his baccalaureate and, at Cambridge, has begun performing research into the natural sciences that will revolutionize physics and astronomy – but his primary work at this time is in the fields of mathematics (inventing calculus), optics, and alchemy. Justly if overbearingly convinced of his own brilliance, he has just started to make a name for himself among the academic elite. He's also a freethinker, fascinated by the hidden truths behind religion, mythology, and the occult, and has developed ties to secret societies. These ties have led him on a secret sabbatical to the Caribbean.

(According to history, Newton was holed up at home during this period, developing his early theories and self-isolating to avoid the plague which had closed the universities. However, real history is wrong: He'd actually been communicating with a famous alchemist in the New World and, at the behest of a secret society whose junior member he was, he set out on an emergency journey across the Atlantic to discover his secrets!)

ST 10; DX 11; IQ 18; HT 12.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 18; Per 18; FP 12.
Basic Speed 5.75; Basic Move 5; Dodge 8; Parry 8.
SM 0; 5'9"; 150 lbs.

Advantages: Language: Aramaic (Accented); Language: Classical Greek (Accented); Language: English (Native); Language: French (Broken); Language: Hebrew (Accented); Language: Latin (Accented); Patron (Invisible College); Reputation +2 (Great natural philosopher, among gentry and academics); Single-Minded; Status 3.

Disadvantages: Code of Honor (Puritan); Duty (Invisible College); Enemies (Scientific rivals); Intolerance (Catholics); Obsession (12) (Discover "God's Truth"); Odious Personal Habit (Arrogant); Secret (Occult connections, denies the Trinity); Workaholic.

Quirks: Generous to hangers-on; Hypochondriac (treats himself with his own medicines); Merciful; Obsessed with the color crimson; Secretive.

Skills: Alchemy-17; Astronomy-17; Chemistry-17; Cryptography-17; Current Affairs (Science and Technology)-18; Economics-16; Engineer (Astronomical and Laboratory Equipment)-17; Guns (Pistol)-11; History-17; Law-16; Mathematics-19; Occultism-17; Pharmacy-16; Physics-18; Rapier-10; Research-18; Savoir-Faire (High Society)-18; Theology-16; Writing-17.

Equipment: Flintlock pistol (2d-1 pi+); home-built telescope; rapier (1d-1 imp). In his cabin are \$2,000 in English coin, five small golden apples (\$500 each; secret calling cards of the society), a well-thumbed Bible, and scientific papers and annotated geometry books (including a draft of one of his early mathematical works, *De analysi per aequationes numero terminorum infinitas*).

NO ONE EVER EXPECTS . . .

Hugo had a warning that the *Zion* was in danger. He was right: If the party heads straight for the *Zion*, the ship will be attacked after they've met (or captured) its passenger.

The attackers are a boatload of men in dark cloaks and floppy hats. Their leader will confront the buccaneers, throwing open his cloak to reveal himself: a pale, gaunt man, short and grim, wrinkled like a toad, bald of head with a face like a vulture, clad in rich ecclesiastical robes, carrying a large gold-and-silver cross, and wearing a huge sapphire ring. He's accompanied by four armed men.

"I am Father Francisco Dominico of the Inquisition. Repent, heretics! Hand over the Madonna in the name of the Holy Church, or burn in the fiery pits of Hell!" He has a strong Spanish accent.

Father Dominico

Dominico is one of two Inquisition agents in Port Royal, here as part of a secret Spanish mission. He recently received orders from his superiors, the Mexican Inquisition Holy Office based in Cartagena de Indias. He has a letter with these orders tucked into his shirt; see *Dominico's Letter* (below).

Dominico is working with Santiago (p. 9). He has heard from "the one-eyed lady" (their spy) that an English alchemist has arrived to acquire the Green Madonna and its secrets from Willoughby. Exceeding his orders, Dominico has decided to try and capture the passenger aboard the *Zion*; he will then take him back to Santiago's temporary headquarters at the Willoughby plantation. Afterward, they hope to spirit him away from Jamaica – either in one of Santiago's smuggling vessels or the captured *Zion* – and into the Inquisition's dungeons.

If on the verge of defeat, he'll tell the PCs, "You have not seen the last of us!" – a clue to the effect that more Spaniards may be on the loose.

ST 11; DX 11; IQ 14; HT 12.

Damage 1d-1/1d+1; BL 24 lbs.; HP 9; Will 14; Per 12; FP 11.

Basic Speed 5.75; Basic Move 5; Dodge 8; Parry 9.

SM 0; 5'3; 120 lbs.

Advantages: Clerical Investment; Fearlessness 2; Indomitable; Language: English (Accented); Language: French (Accented); Language: Italian (Accented); Language: Latin (Native); Language: Spanish (Native); Religious Rank 4; Status 3.

Disadvantages: Fanaticism (God); Intolerance (Heretics, witches, Protestants); Reputation -3 (Among Protestants).

Quirks: Calls everyone either "heretic" or "my son."

Skills: Detect Lies-12; History-13; Interrogation-15; Intimidation-14; Occultism-13; Rapier-12; Stealth-13; Theology (Catholic)-13.

Equipment: Gold-and-silver cross on chain (\$200); rapier (1d imp); sapphire ring (\$200).

Spanish Soldier-Fanatics

These are four Spanish soldiers in the Holy Inquisition's service. They are disguised in black hats, scarves, and cloaks, as the streets of British-governed Port Royal are not hospitable to the Spanish. (There are, however, a fair number of Spanish merchants in Port Royal.) They don't like buccaneers or Protestants ("filthy pig-dogs"). Since they're fanatics, interrogating them won't be easy!

ST 10; DX 11; IQ 10; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 10; FP 10.

Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 8.

SM 0; 5'4" to 6"; 120-170 lbs.

Advantages/Disadvantages: Fanaticism (Serve the Church); Intolerance (Pirates, Protestants); Language: English (Broken); Language: Spanish (Native).

Skills: Brawling-11; Forced Entry-12; Interrogation-11; Rapier-10.

Equipment: Rapier (1d-1 imp).

Dominico's Letter

Below is the text of the letter from Father Dominico's superior. Of course, it's in Spanish. If the adventurers don't have a Spanish speaker and can't make Dominico talk, they could locate a buccaneer, local merchant, or the like to translate it.

Father Dominico,

My son, I charge you with a mission of the greatest delicacy. You know of our ongoing investigation into Father Álvarez, a priest at the church of San Gabriel de Dios, for shamefully violating his vow of chastity. Sadly, the truth is worse: He was involved in certain diabolical acts, including the collection of forbidden books and native artifacts, the practice of alchemy, and contact with a foreign organization.

After his arrest, this renegade stubbornly refused to name those he had consorted with, and was sent to the dungeons to be properly questioned. Unfortunately, his heart gave out before our interrogation was finished, but we learned he hid a diary within the church of San Gabriel, inside a certain image of the Madonna behind the altar. This may contain the names of his co-conspirators.

*Our soldiers hastened back to the church of San Gabriel, only to find the village in chaos: a buccaneer ship had attacked, and the church, along with the rest of the village had been most thoroughly plundered. By God's Grace, a survivor of the raid identified the buccaneer ship as the sloop *Red Adventure*. The statue of the Madonna was no longer in the church, but enough villagers survived who remembered it that I can append a full description. This statue, called the Green Madonna, is of interest to me, for if local tradition is to be believed, it was made of a queer green stone of unusual provenance, and certain locals attributed miraculous properties to it. This also warrants investigation.*

You have contacts with our agents in Port Royal and Tortuga that keep watch on English and French ships. If so, you must use all means to acquire the Green Madonna and its contents. We cannot allow occult corruption to fester within the Church!

A ONE-EYED LADY NAMED CHAMPAGNE

Whether or not the adventurers go to the *Zion* first, they may end up trying to track down the “one-eyed lady” who hired Fitzgerald. The logical place is the stews and taverns of Port Royal.

Successful Carousing or Streetwise rolls may lead the PCs to Peg Leg Jack, a crippled teenage beggar. He’s a former cabin boy who lost a leg to a Spanish cannonball. He’s also the town gossip. He knows of the one-eyed lady, as she once gave him a French coin when he was begging in the street, after he called her “a pretty lady.”

“Champagne! That’s Lady Champagne, the buccaneer’s widow. She owns a plantation off in the hills. The dwarf? Aye, she was seen with him. Old gentry? No, she married the plantation owner, Angus Willoughby, and he had a stroke just a short time ago. Good luck for her, eh?”

*I can calculate
the motion of heavenly
bodies but not the madness
of people.*

– Isaac Newton

THE PLANTER’S HOUSE

The Willoughby plantation house is a two-story wooden structure built in the English colonial style. It’s in the Jamaican countryside, about five miles up the coast from Port Royal and a quarter-mile from the coast, accessible by a rough country road; the nearest other plantation is a half-mile away. It is surrounded by a field of eight-foot-high sugar cane and appears strangely deserted; the fields are empty of the usual plantation workers. It is *not* unguarded, however.

Two Spanish soldiers watch the front door; two more guard the back door.

Spanish Swords

Spanish soldiers in the service of Santiago, wearing morion helmets and armed with rapiers. These aren’t as fanatical as the first lot, but they’re better equipped.

ST 10; DX 11; IQ 10; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 10; Per 10; FP 10.

Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 9.

SM 0; 5’8” to 6’6”; 140-220 lbs.

Advantages/Disadvantages: Language: English (Broken); Language: French (Accented); Language: Spanish (Native).

Skills: Brawling-11; Rapier-12.

Equipment: Morion helmet (DR 4, open face); rapier (1d-1 imp).

The Gardens and Outbuildings

A well-kept garden, a chicken coop, and two sheds (one large and one small) are out back. The larger shed is for the servants. The smaller is for the estate carpenter – and there are three dead men inside. Hiding there is a frightened maid, a half-Carib Indian named Lucia. She knows that her mistress is in trouble: “It is the Spaniards and Don Carlos.”

THE VILLA

On the first floor of the house, the front door opens into the entrance hall, cloakroom, and main salon (living room). Adjoining the main salon are the kitchen, pantry, and servants’ quarters. Stairs in the main hall lead to the second floor. The back door opens into the kitchen. Upstairs are a corridor (hung with paintings), three bedrooms, a study, and a spare room.

The PCs might make Stealth rolls to slink around, listening at keyholes and doing other sneaky things, as adventurers are apt to do. If they do – or simply burst in – they’ll come upon the following scenes.

In the Study

A well-appointed study with a couple of chairs and a bookshelf. Two more Spanish soldiers are up here, casually searching the room.

The bookshelf holds a well-stocked library of occult and alchemical lore: *A New Light of Alchymie*, by Sandivogius; the complete works of Paracelsus; *The City of the Sun*, by Italian alchemist Campanella; the books of the Spanish alchemist Pseudo-Geber’s *Summa perfectionis magisterii* (“The Height of the Perfection of Mastery”) and *Liber fornacum* (“Book of Furnaces”); and so on.

The Secret Room: Behind the occult bookshelf – roll IQ-4 to find it, if the PCs don’t search carefully – is a secret room. Within is the body of a well-dressed middle-aged man (Angus Willoughby) and a shelf with the Green Madonna on it. The Madonna is a wonderfully carved 3’ statue of a woman holding a child in one hand and a stylized sun in the other, on a hollow base, with a pair of snarling lions at her feet. The face is strangely beautiful; her hair seems oddly like feathers. The statue is cast in green metal that could be bronze with a verdigris patina, and weighs 20 lbs. (an IQ roll reveals that this is less than it should be if it were solid). The base screws off (roll IQ-4 to spot this); inside is a small leather-bound journal: the Alvarez diary.

In the Salon

A beautiful girl wearing a dress, with a patch over one eye, is tied to a chair and being interrogated. Two grinning Spaniards with long moustaches, clad in black cloaks and morion helmets, are heating up knives in a brazier of red-hot coals, supervised by a sinister-looking priest in red robes. A fourth man in richly enameled Spanish armor is leaning against a wall, looking elegant as he drinks a goblet of French wine. Light from a crystal chandelier and the brazier illuminate the scene. There's a fireplace in the room, but it is not lit.

Helpful dialogue that may be overheard as the adventurers burst in or listen through the door:

A Spanish accented voice, full of menace: "Do not play your games. You will tell us where the Green Madonna is, *senorita*, or it will be the worse for you!"

"You would not dare, Santiago! This is not New Spain!" A woman, but despite her bold front, you can hear a quaver of fear in her voice.

"You will regret that mistake, *senorita*. It is a shame to further mar your pretty face, but the irons are nearly hot enough to begin. We only await the Holy Father, but he is busy collecting the English alchemist, and I do not expect him for some time."

If the adventurers arrive in time, they'll probably intervene if they haven't already—even among buccaneers, only cads would allow Spaniards to torture a lady without precipitous action! A swordfight should develop, pitting Santiago (below) and two soldiers (*Spanish Swords*, p. 8) against the PCs. The priest stays out of the action. This is the climactic battle of this stage of the adventure.

Tweaking the Encounter: If the NPCs are badly outnumbered, add more soldiers or arm the priest. If the PCs bypassed the *Zion* and never met Isaac Newton, Father Dominico (p. 7) can show up *during* the fight with Santiago—perhaps with Newton as hostage. Alternatively, they may have already captured Newton and be aboard Santiago's ship.

Don Carlos de Santiago

An elegant-but-lethal Spanish officer and privateer with a secret identity as a smuggler (e.g., trading Spanish silver for African slaves). He has a small sloop (the *Santo Ignatius*, similar in size and capacity to the *Zion*), presently moored in a secluded cove on the Jamaican coast. It has a few crew aboard; if the PCs end up taking over the *Zion*, the *Santo Ignatius*, crewed by Santiago or a lieutenant, could go after them, or vice versa.

ST 9; DX 14; IQ 11; HT 12.

Damage 1d-2/1d-1; BL 16 lbs.; HP 10; Will 11; Per 11; FP 12.

Basic Speed 6.50; Basic Move 6; Dodge 9; Parry 11.

SM 0; 5'8; 135 lbs.

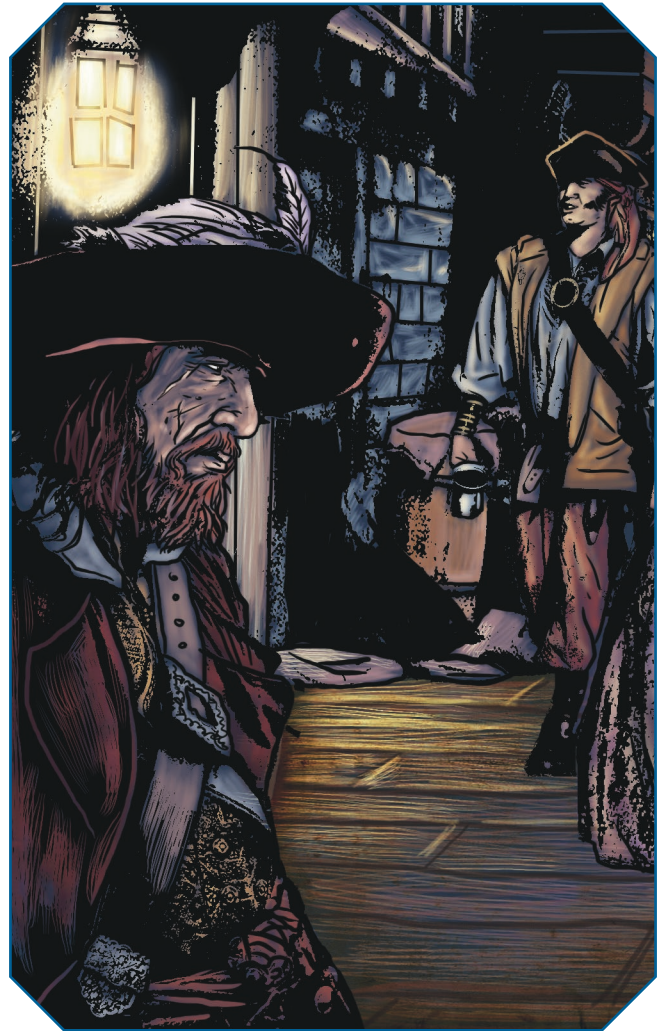
Advantages: Alternate Identity (Smuggler); Ambidexterity; Appearance (Handsome); Language: English (Accented); Language: French (Accented); Language: Spanish (Native); Military Rank 3; Status 3.

Disadvantages: Overconfidence (12).

Skills: Area Knowledge (Caribbean)-14; Boating (Sailboat)-13; Brawling-14; Cloak-13; Current Affairs (Caribbean and the Spanish Main)-14; Diplomacy-10; Knife-14; Leadership-11;

Merchant-13; Navigation (Sea)-14; Rapier-17; Riding-13; Savoir-Faire (High Society)-12; Seamanship-15; Ship-handling-14; Soldier-11; Throwing-13; Thrown Weapon (Knife)-14.

Equipment: Breastplate (DR 5, torso); floppy hat; large knife (1d-3 cut/1d-2 imp); light cloak (DB 1); rapier (1d-1 imp).



Lady Amélie Champagne

"Lady" Champagne pretends to be a French immigrant lady and the wealthy widow of a former buccaneer. In reality she's a Parisian prostitute who was forcibly transported to the colony of Tortuga, lost an eye to a brutal pirate, became the girlfriend of a successful French buccaneer, took him for his money, and then skipped to Jamaica, where she reinvented herself as a wealthy French socialite and Spanish spy.

She became the mistress of the scholar and occultist Willoughby, learned of his and Hugo's plans to sell the Madonna and its contents to the English alchemist Newton, and reported those plans to her Spanish controller, the smuggler Santiago. Willoughby caught her meeting with Santiago, however; he wrongly believed she was engaged in an affair, and in a rage tried to kill her. She killed him instead and then swung into action, hiring thugs to ambush Hugo before he could meet the newly arrived Newton.

Champagne has no loyalties to anyone but herself. After Willoughby's sudden death, angry at the efforts she had been forced to go to, she hid the Green Madonna in the hopes of getting a better deal and payout from Santiago. She underestimated Santiago's ruthlessness and influence, however, and didn't expect him to be accompanied by agents of the Mexican Inquisition! Now she's in over her pretty head. She'll happily throw in her lot with any buccaneers she can charm – or failing that, try to escape with as much gold as possible.

ST 9; DX 11; IQ 12; HT 11.

Damage 1d-2/1d-1; BL 16 lbs.; HP 9; Will 14; Per 12; FP 11.

Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 7.

SM 0; 5'3; 120 lbs.

Advantages: Ally (Carib Indian maid; 12 or less); Appearance (Beautiful); Fashion Sense; Language: English (Native); Language: French (Native); Language: Spanish (Native); Status 2; Wealth (Comfortable).

Disadvantages: Debt; Greed (12); One Eye; Secret (Former prostitute); Secret (Spanish spy).

Skills: Diplomacy-11; Fast Talk-13; Holdout-11; Knife-11; Poisons-12; Public Speaking-12; Riding (Horse)-11; Savoir-Faire (High Society)-14; Sex Appeal-15.

Equipment: None at the moment save for a poison ring (roll vs. HT or be paralyzed; lasts as long as dramatically needed); \$200 in gold buried in pot under the garden.

Champagne's Actions

If the adventurers free her, Champagne will claim that she and the dwarf (Hugo Montague) were partners, and that she hid the manuscript. She'll try to use Sex Appeal or other wiles to get at least one person to protect her.

"Willoughby told me he translated part of the manuscript. He said the parchment is the diary of a Spanish priest who was secretly an alchemist. It has his translation of an ancient Greek text whose code shows the way to the lost treasure of Atlantis: the Philosopher's Stone, the secret of turning lead to gold. It lies in a hidden tomb on the Isle of Calypso in the Atlantic. Wealth beyond counting, for us!"

Greed fills her eyes. "*Sacre bleu!* If he is right, Newton and his minions seek the treasure also. Why accept their paltry gold when we can have it all? Take me with you! Let us take the manuscript, take the English ship, and then set sail to loot the seas."

Can there be anybody more trustworthy, milady, than an ambitious woman of fashion . . . with a history?
– Cardinal Richelieu, in *The Three Musketeers* (1938)

SECRETS OF THE MANUSCRIPT

The Alvarez manuscript is a small handwritten book. It's written in Latin rather than Spanish, and densely packed with musings, diary entries, formulae, and queer diagrams and sigils. A Latin speaker will find much that doesn't make sense in the words – they're written in a complex mathematical cipher that only the likes of Newton could decipher. Someone who studies the copious illustrations in the margins and makes a successful Occultism roll will identify these as figures that hold alchemical significance. Another oddity of the diary is that the pages are numbered, but non-sequentially.

Valuable information contained in the diary includes:

- *The name.* Careful perusal will reveal that Father Alvarez's mentor is an elderly Jesuit scholar, Sebastian Diaz de la Plaza, former secretary of the Bishop of the Diocese of Santiago de Cuba, now retired to a small mission church near Panama. It also reveals that both were in secret correspondence with the "Invisible College," a group of English natural philosophers, scientists, and occultists, of which Newton is a promising junior member.

- *Musings on Atlantis.* A classical scholar, Alvarez was obsessed with the idea that ancient and classical myths of the Greeks were coded references to mystical, theological, and alchemical secrets. In particular, he believed in the existence

of the lost land of Atlantis, whose legendary inhabitants possessed forgotten secrets of alchemy. He also believed that the legendary story of the Greek hero Odysseus' voyages to mysterious islands referred to a journey across the Atlantic to the New World, to islands that were outposts or remains of Atlantis – islands that he believed lay in the Caribbean. His notes includes coordinates for a distant isle far from the shipping lanes, which he refers to as "the true Ogygia," the legendary island of the nymph Calypso, along with bizarre speculations that she was really the last survivor of Atlantis, and the guardian of the Philosopher's Stone, which may or may not be the same as the legendary Atlantean "red metal" orichalcum. To support this, the diary is full of endless theories and quotations from other scholars, the accounts of Spanish and Portuguese explorers, and ancient Indian legends gathered by Spanish missions. It also appears that Alvarez had managed to acquire and read certain Mayan codices that the Inquisition had supposedly burned.

- *Alchemical experiments and the Philosopher's Stone.* The heart of the book describes alchemical experiments performed in secret by Alvarez and Sebastian Diaz to create the Philosopher's Stone (see *GURPS Magic*, p. 221) – some turning lead to gold (or orichalcum). Are they real or not? One of these experiments mentions "the red metal has turned green."

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